Data Sheet Explained

Keep in mind that <u>5 speed points = roughly 1 length.</u>

Our suggestion is to start with the PAR Race Column and work your way through the sheet from there.

PAR RACE

Does the horse have a recent race that is at or above today's PAR score?

Horses with a YES in this column have already proven they can win at today's level and are the most likely to do it again.

PAR Race
No
Maybe -2
Maybe -1
Yes
Maybe -2
Yes

PAR +

PAR+
32.40%
4.30%
6.00%
25.60%
40.70%
33.20%

PAR+ measures the number of times a horse meets or exceeds a PAR speed number based on 1000 simulations.

There will be times when a horse has a NO or MAYBE 1-5 in the PAR RACE column but has a positive PAR+ score.

That is an indication that the horse has the potential to meet or exceed a PAR SCORE based on our exclusive algorithm.

SIM ODDS

ML Odd	SIM Odd
2	3/2
4	21
10	62
2.5	6
10	10

SIM ODDS are based on the outcomes of 1000 simulations. Horseplayers want "value". In this case, horses with Post Time Odds higher than SIM ODDS might offer the most value.
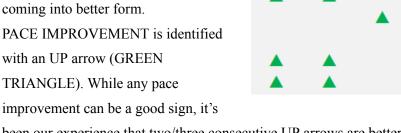
PACE IMPROVEMENT

Horses that improve their in-race pace numbers can be a sign that the horse is coming into better form.

PACE IMPROVEMENT is identified with an UP arrow (GREEN TRIANGLE). While any pace improvement can be a good sign, it's been our experience that two/three consecutive UP arrows are better than one or two split arrows.

|----Pace Improvement		
Early	Mid	Late
▲	▲	
▲	▲	
		▲
▲	▲	
▲	▲	

FRACTION IMPROVEMENT

|-Faster Fractions	
1/4 MILE	1/2 MILE
▲	▲
▲	▲
▲	▲

While pace is a measurement that tries to normalize differences between different races, fractions are just raw times. Running faster times is another indicator of a horse becoming more fit and a hint at better things to come.

CLASS MOVE & LENGTHS

	Class Move
Class Move	By Lenghts
↑	0.2
↓	-0.2
↑	3.2
↓	-0.2
↑	2.4
↑	4.4

This measures the size of the move up or down in competition. A 5 point move up means the winning horse will run about 1 length faster on average. The opposite is true for a 5 point move lower. For example, a race with a PAR SCORE of 85 will have a final time close to 1 length faster than a race with a PAR SCORE of 80.

FIRST TIMER RANK

Horses that are making their first start are the hardest to judge. We

1st Timer (3 Max)	Last Work Bullet	Back Bullet
2.53	✔	✔
2.67		✔
2.32		
2.65		✔

have a 3-point ranking system that accounts for breeding for the distance and surface, strengths of workouts, and trainer success.

There are columns for LAST BULLET and BACK BULLET. A checkmark in the LAST BULLET column means the final workout before racing live for the first time was unusually fast.

A BACK BULLET checkmark means a horse has at least one unusually fast workout prepping for the race, but not the last. LAST BULLET is an Alpha Angle that wins at least 15 percent.

BACK BULLET is a measure of a horse's potential. Horses with the highest FIRST TIMER ranks and/or LAST or BACK BULLET checks are especially dangerous in races where none or at most two experienced horses have a PAR RACE on their resumes.

2nd Race PARability
70
81

2ND RACE PAR-ABILITY

This is where horses with the potential to meet or exceed today's PAR speed figure will appear. To determine this, we take the horse's debut speed figure, add in potential upside and compare it to today's PAR speed figure.

JOCKEY STATS

Jockeys for this race are ranked relative to each other for their WIN and ITM (In the Money – first, second or third place) rates. One is the MAX score.

Jockey Stats		Trainer Stats	
Win	In the $	Win	In the $
0.33	0.84	0.57	0.69
0.98	0.66	0.58	0.86
1.00	1.00	0.32	0.59
0.92	0.89	0.29	0.97
0.00	0.91	0.45	0.70
0.92	0.46	1.00	1.00

TRAINER STATS

Trainers for this race are ranked relative to each other for their WIN and ITM rates. Again, 1.00 is the MAX score.

SPEED # EDGE

SPEED # EDGE

No.	HORSE	SPREAD
6	GRAND JEFE	11

The Godfather of Speed Figures, Andy Beyer says that any horse with a last race speed figure advantage of 3 points
or more compared to the rest of the field has a *competitive edge.*

1st CALL % CHANCE TO LEAD

1st CALL LEADER %

7	46.9%
2	29.0%
3	21.0%
6	3.2%
5	0.0%
4	0.0%

Predicts the likelihood of a horse having the after the first quarter mile of the race. This helps the handicapper in a few ways.

1 – E horses from the PACE VIEW chart are usually lead dependent and might find it difficult to win
if they are third or more at the start of the race.

2 – LONE E types, if only one horse is in the E or E/P columns and is the most probable leader,
they have a good chance to lead from start to finish – go wire to wire or gate to wire.

3 – PC and C horses with a chance to be middle and forward might have a competitive edge
as they are probably running against slower/lesser horses today.

PACE MAKES RACE

Measures each horse's pace at the beginning and end of the race.

It helps horseplayers understand how the race might develop, and which horses might have the pace advantage.
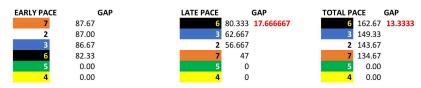
If there are a lot of horses with early speed, horses with late speed could have the edge race could be too fast.

If the field is full of horses with late speed and there isn't a lot of early speed, frontrunner types could get away with slowish early pace, allowing them to save a lot of energy for the end of the race, making it difficult for closers to pass.

Horses with the highest TOTAL PACE scores have the best combination of EARLY and LATE SPEED.

Our scoring system allows users to identify in-race advantages which can give them an edge over the rest of the field.
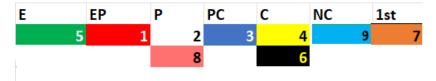
If the top EARLY, LATE or TOTAL PACE horse's score is 5 points or greater than the next closest, they might have an advantage that enhances the chances of winning.

EARLY PACE	GAP	LATE PACE	GAP	TOTAL PACE	GAP
7	87.67	6	80.333 17.666667	6	162.67 13.3333
2	87.00	3	62.667	3	149.33
3	86.67	2	56.667	2	143.67
6	82.33	7	47	7	134.67
5	0.00	5	0	5	0.00
4	0.00	4	0	4	0.00

Our research finds that the top four TOTAL PACE horses include the winner in more than seven out of 10 races. Any horse with a top TOTAL PACE score of 7 points or greater than the next closest merits strong consideration. (**Reminder**, 5 points roughly equals 1 length.)

PACE VIEW

Some call this trip handicapping. It identifies where horses are early in the race when they win or for their career best finish.

E	EP	P	PC	C	NC	1st
5	1	2	3	4	9	7
	8			6		

E – Pilots, they like to be at the front of the race at the start,

EP – These horses can pilot or co-pilot,

P – Co-Pilots, they prefer to sit behind the leader(s) and in front of the closers.

PC – These are the most versatile racehorses. They have proven they can win from anywhere on the track.

More often, they are co-pilots or closers, but many have proven they can win on the lead too.

C – Closers, they like to stay behind at the start and rally for the win at the end.

NC – These horses have not finished within 5 lengths of the winner in as many as their last 10 starts.

1st – These horses are making their career debut.

Trip handicappers plot out the chart and assess the horses' chances of being properly positioned.

The more closely the horses' early position matches its winning effort(s) or best finish,
the better chance the horse has to repeat those performances.

COMFORT ZONE

C-ZONE
10.02%
85.44%
85.34%
65.12%
0.00%
31.63%
5.84%

We isolate winning or the best effort of each horse and then compare today's projected pace to the winning or top performances.

Comfort Zone measures how closely today's race will likely mirror each horse's best race(s).

SPEED CHART

This illustrates the horses' recent speed figure history relative to the other horses in the race.

The top of the line measures the MAX score, the low point the MIN score and the RED DOT the average.

Horseplayers might require higher odds from horses with more volatility between the MIN and MAX.

RACE 6 SPEED CHART